

Marina Club  
C/O Leila Calamia  
3086 Redwood Dr  
Marina CA 93933

January 6, 2005

RE: 1701.2 Licensee report of gaming activities

Marina Club currently offers the following games:

A. Texas hold-em	Played daily past 6 months.
B. Pai-Gow	Offered daily, played frequently.
C. Blackjack	Offered daily, rarely played past 6 months.
D. Lo-ball	Not played past 6 months.

Fee collections for each game:

Texas Hold-em 2-6 limit fee per round of play is:

4 players	\$1.50
5-6 players	\$2.00
7-9 players	\$3.00

Texas Hold-em 10-20 limit fee per round of play is:

2-5 players	\$2.00
6-9 players	\$3.00

Pai-Gow fee per betting circle:

\$10 - \$100.	\$1.00
Bank rate	\$1.00

Blackjack fee per betting circle:

\$5.00 - \$50.	\$0.50
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Lo-ball time collection every half hour:

4 - 10 limit	\$3.00
20 limit	\$5.00

Enclosed please find the rules of each game.

## RULES FOR ASIAN DOUBLE HAND POKER

1. Time collection is taken in advance for each bet. You must have a full minimum bet **after** paying collection.
2. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
3. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
4. Any amounts over the maximum table limit will receive no action.
5. The designated player is allowed to cover all individual bets.
6. "Kum-Kum" bets will be paid off and/or collected as one bet.
7. Players who choose to bet "Kum-Kum" must **each** wager at least the minimum bet permitted at the table.
8. Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
9. All action goes clockwise, starting with the action button.
10. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
11. The player who controls the seat is the active player for that position and the only one allowed to handle the cards. The active player also has final say on how the hand is set.
12. A maximum of five backline bets are allowed on each spot.
13. No player is allowed to pick-up any hand out of sequence. The house dealer will be instructed to push the hand to the player and then to replace the hand in it's proper position.

14. Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the seated player makes the final decision.

15. Once the house dealer has announced "no more bets" and opened the dice cup, no one may change his wager.

16. The house dealer is not allowed to have any **INFLUENCE** on the outcome of the designated player's hand. Cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the designated player's hand are all examples of **INFLUENCE**.

17. The house dealers are not allowed to pay collections for any player.

18. The designated player's hand will not be opened until all hands have been set. "House way" hands will be set before the designated player's hand is opened.

19. All players must put the entire wager in the spot before the dice cup is opened by the house dealer. Only money in the spot plays. Stating "money covers" or other call bets is **NOT** acceptable.

20. If the designated player's hand is accidentally exposed before all hands are set, the unset hands will be set "house way".

21. Any active player is entitled to ask the house dealer the amount of the designated player's wager, to the extent that it affects the play of his hand.

22. No side bets or proposition bets are allowed.

23. Any player wagering on a spot on the previous hand has the option of being the designated player there on the next hand (in turn). If there was no wager on the previous hand, no one may be the designated player on that spot.

24. A player may not surrender his hand.

25. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

26. Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

27. A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

28. A player has a FOUL hand if:

(a) The two-card front hand is stronger than the five-card back hand, or

(b) The player does not have exactly two cards in the front hand, or

(c) The player does not have exactly five cards in the back hand, or

(d) The player does not protect his hand and it comes in contact with other cards.

29. All foul hands are considered losing hands.

30. All players are forbidden to show or discuss their hands with any player involved in another active hand.

31. The Joker may be used as an Ace or to complete a straight or as the highest unmatched card in a flush.

32. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.

33. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are exposed.

34. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the house dealer the hand will be set "house way".

35. Any "house way" hand improperly set by the house dealer will be reset by management.

36. The house dealer cannot allow the designated player to set his hand foul. It will be reset the "house way" by management and play will continue.

37. After the house dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than 4 cards there will be no action and all hands will be redealt.

38. The designated player's hand is not set until he has signified his final decision in an obvious manner to the house dealer.

39. Unless the designated player requests to have his hand set "house way", The Marina Club will not be responsible for any hand that is "ok'ed" for action by the designated player.

40. Once the first player's hand is exposed, the designated player may not reset his hand.

41. Only the designated player may request a change of deck between the first and second deal. Any active player may request a deck change during the change of designated players.

42. When two identical cards are turned up, the hand will be declared a misdeal.

43. A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.

44. "Copy": If a player's front hand has the same value as the designated player's front hand, it is called a "copy". The designated player's front hand is then considered the winner. The same "copy" rule is applied to the back hand.

## GENERAL POKER RULES

1. All collections of seat rental fees are made in advance. Full rate will be charged up to ten minutes past appointed collection time, when applicable.
2. Husbands and wives or relatives may not play in the same game. (Subject to manager's approval.)
3. Do not expose cards at any time except on showdown.
4. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., "I bet", "I raise", before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.
5. After a new player is seated or a buy-in is placed at a seat, no change in seating will be made.
6. Each player must act in turn. Acting on a hand out of turn is not binding. If any delay is encountered, a player should call "TIME" to ensure his silence is not interpreted as a pass.
7. Anyone who checks out of turn may not initiate any action.
8. A verbal declaration in turn, which causes another player to act in turn, or money in the pot, is binding. However, a player raising a bet should verbally declare the raise. A call made behind the raise may be withdrawn if the raise was not audibly declared. If a raise is audibly declared, a player not completing the full raise may be compelled to complete the raise at the discretion of the floorman.
9. A player may cash in all his chips at any time. If a player quits a game and returns to the same game in less than one-half hour, he must come back with the same amount he left with.
10. All chips must remain on the table. Only cards and chips are allowed on the card tables. If money is placed on the table, chips must be requested.

11. A short bet or call must be completed. If a player acting in turn releases chips on table with forward motion of the hand, it constitutes a bet or call.

12. If a player shows cards to one, he must show them to all, if desired by other player(s).

13. Cards off the table may not be played.

14. A player may not ante for another player.

15. **ONCE A POT IS OUT OF PLAY, NO DECISION CAN BE RENDERED BY THE FLOORMAN.**

16. Players are held to verbal declarations such as: "I pass", "I call", "I raise", "I bet", et cetera.

17. A grouping of five cards exposed in the deck is a misdeal.

18. Two extra cards off the deck on the deal constitutes a misdeal. Also, if the first card dealt is turned over, it is deemed a misdeal. In both instances, hands are redealt.

19. Potting is allowed only for refreshments, food or cigarettes.

20. A player is allowed thirty minutes to eat or go for funds, fifteen minutes per hour to "lobby". When time is up, chips will be removed and seat forfeited. Player's name will then be placed on the waiting list.

## TEXAS HOLD'EM RULES

### THE GAME

Each player is dealt two down cards (hole cards) as their initial hand. There is a round of betting after these cards are delivered. Three board-cards are turned face up simultaneously (which is called "the flop") and another round of betting occurs. The dealer then turns a fourth card face up on the board, and the third round of betting follows. After a fifth card is turned face up on the board, the final round of betting takes place. The five face up board-cards are called community cards and a player may use any combination of five cards to determine his/her best hand. Best five-card hand wins. A player may use any combination of board cards or hole cards to make a hand or he may play the board as his hand.

### THE SYSTEM

Hold'em is played on an oval table which accommodates players and a center dealer. All Hold'em games at The Marina Club are dealer games. When a new game starts, the dealer will shuffle and spread the deck face down on the playing surface. The players will pluck a card from the deck to determine the position of the deal. The player who plucks the highest card from the deck receives the dealer button.

After the first two hole cards have been dealt, action begins with the player to the left of the blind and a player has to bet or throw his hand away. Subsequent betting rounds begin with the player to the immediate left of the dealer (button). After all betting rounds have been completed, the pot is awarded to the remaining player with the best hand, the deck reshuffled and cut, and the dealer button and blinds moved forward to the next positions at the table as play resumes.

### RULES

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM.** Dealers will assist in reading hands to the best of their ability, although it is the player's

responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the player's failure to protect his hand. At the dealer's discretion, a hand may be considered retrievable.

2. Cards Speak: Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action, (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.

3. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalculation and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

4. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a player has gone all in for an amount less than a full bet or raise, the next player can call the equivalent amount or put in an amount equal to a full bet or raise.

5. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., I bet, I raise, before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.

6. Initial buy-in for any hold'em game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed.

7. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw — high card receiving the button — among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same low card, the deal will be determined by superior suit rank — spades, hearts, diamonds and clubs.

8. Check and raise is permitted.

9. Anyone who checks out of turn may not initiate any action.

10. A bet and three raises are allowed. When only two players remain in the pot there is no limit to the number of raises.

11. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

12. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".

13. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck. A group of five cards exposed in the deck is a misdeal. If a Joker were to appear in a deck, it would be treated as a dead card. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.

14. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed.

15. A player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.

16. If a player is dealt more cards than the game he is playing in calls for, and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the player has acted on his hand, all monies, antes and blinds are forfeited by that player.

17. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burned. The dealer will deliver a new flop after burning a card. This method is used unless there has been substantial action based on an improper card, in which case, the card the players based their actions on will stand, and the dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the dealer will not burn the top card before dealing another round of cards.

18. If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled.

19. If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

20. If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

21. The winning hand must show both cards face up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.

22. A player who wishes to play the board must be in possession of his hand.

23. All blinds are "live", meaning the player with a blind has the option of raising the pot when the action reaches him even if there has been no previous raise.

24. Initial round betting action begins with the player who is to the immediate left of the "blind". Thereafter, action begins with the player to the immediate left of the dealer (button).

25. A player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when he returns, a player with a missed blind button must do one of the following:

- a. Wait and come in on his blind.
- b. Place a straddle blind in the pot.

26. A player who moves to a new seat and in the process moves away from the big blind must kill the pot or wait out the appropriate number of hands. This rule prevents a player from continually changing seats in order to unfairly receive several extra hands before taking a blind.

27. A player who has fulfilled all his blind obligations, then immediately moves to a new seat, has the option of letting the blinds pass by without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved.

28. A player who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the player makes up the blind on a subsequent deal.

## LOWBALL RULES

### DESCRIPTION

The dealer delivers (facedown) one card at a time to the participants until all have five cards. Each player, in turn, then has an opportunity to bet on his cards or drop out of the game. The second phase of play consists of the draw, whereas the remaining active players can discard poor cards from their hand and replace them with fresh cards from the stub of the deck. A second round of betting occurs and, of the remaining participants, the player with the best hand wins the pot. **Best five-card hand wins.**

A three player blind (ante) is utilized in all lowball games. The blinds consist of the dealer (button) and the two players to the left of the dealer. The blinds are equal to the limit of the game with the player two positions to the left of the dealer putting out an amount equal to half of the limit of the game (big blind), and the dealer and the player to his immediate left (small blind) fulfilling the remainder of the blind.

### RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM.

2. **Cards Speak:** Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action, (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.

3. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalcating a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

4. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., "I bet", "I

raise", before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.

5. Before the draw, the first player to act is the player to the left of the big blind. After the draw, it is the player to the left of the dealer (button).

6. Initial buy-in for games through 20 limit is five times the minimum bet. Initial buy-in for 30 limit and above is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed.

7. Five cards constitute a playing hand; more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.

8. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.

9. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards.

10. Check and raise is not permitted.

11. If a bet has been made and called or "check-and-check" after the draw, any player may see any of the hands in play at the showdown.

12. If a "seven" or better is passed and is the best hand, all bets after the draw are returned.

13. Until the first action after the draw is taken, the dealer must correctly state the number of cards drawn by the players.

14. The winning hand must show all cards face up on the table.

15. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".



16. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck.

17. Before the draw, an exposed card of five (5) and under must be taken. After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck to act as the burn card. To replace a card exposed on the draw, the dealer will complete the draw and replace the card from the top of the deck.

18. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.

19. All blinds will be arranged in clockwise order from the button. A player should pass through the three blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a player at the table a blind position on any given round.

20. When a new player enters a game he must wait for the big blind or straddle the pot.

21. An established player who misses all or part of his blinds on a round can make them up by posting a "straddle blind". A straddle is always twice the size of the big blind.

22. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

23. A player who moves to a new seat and in the process moves away from the big blind must wait out the appropriate number of hands or straddle the pot. This rule prevents a player from continually changing seats to unfairly get several extra hands before taking a blind.

# **MARINA CLUB 21<sup>ST</sup> CENTURY NO BUST BLACKJACK RULES**

## **OBJECT OF THE GAME**

**The object of the game is to form a hand that totals as close to 21 as possible, without exceeding 21. A Natural consists of two Jokers, and a Natural hand beats all other hands, and pushes with another hand containing two Jokers.**

## **HOW TO PLAY**

- 1. The value of the hand is determined by the sum of the cards: All cards have face value; Aces are 1 or 11; Picture cards are counted as 10; Jokers are wild. Any card(s) and a Joker is 21.**
- 2. One Joker is added to each deck used.**
- 3. When play begins, all players receive two cards face up; the player/dealer's hand will receive one card face up. After the completion of the draw, the player/dealer will receive a second card.**
- 4. Players have the option to draw additional cards after the completion of the initial deal. Players may receive additional (hit) cards, starting from the first**

**hand to the card room dealer's left and continuing clockwise. Players may draw as many cards as permitted in #6 below.**

**5. After all players have exercised their right to draw additional cards, the player/dealer may receive as many draw cards as permitted in #6 below.**

**6. Player must stand on hard 20 or more (except they may split 10 value cards), must hit or surrender 11 or less, and have an option on 12 through soft 20. Player/dealer must hit soft 17 or less and must stand on hard 17 or more.**

**7. If the player/dealer's up card is a Joker, there is no player draw.**

## **GAME RULES**

**1. If a player's total is more than 21, and the player/dealer's total is 21 or less, player/dealer wins.**

**2. If a player's total is 21 or less, and the player/dealer's total is more than 21, player wins.**

**3. If the player's total is more than 21, and the player dealer's total is more than 21, then;**

- A. Player/dealer is closer to 21, the player dealer wins.**
  - B. Player is closer to 21, then it is a PUSH.**
  - C. Player/dealer wins all ties over 21.**
- 4. If the player's total and the player/dealer's total are both below 21, the hand closest to 21 wins.**
  - 5. If the player and the player/dealer have the same total equaling 21 or less, it is a push.**
  - 6. Seated player makes all decisions.**
  - 7. The player/"corporation will cover wagers behind as second bank only when "kum-kum" in the front bank.**

## **DOUBLE DOWN SPLIT** **AND SURRENDER**

- 1. Players may double down on any two first cards and receive one draw card.**

- 2. Players cannot split, double down or surrender any hand that contains a Joker.**
- 3. Players splitting:**
  - A. Aces will receive one draw card only for each Ace.**
  - B. Any other pair or two cards of 10-point value will receive multiple draw cards.**
- 4. Players may double down after each split.**
- 5. Multiple splitting is permitted (receive up to four hands each spot)**
- 6. Players can surrender on their first two cards and forfeit half their wager.**
- 7. All payoffs are to the extent that the player/dealer's money covers. No action button will be used. Wagers will be paid from the dealer's right starting in seat #8 counterclockwise to seat #1.**
- 8. Additional rules may apply at the discretion of the floor person.**